

Graphic Design II

Career Cluster	Arts, A/V Technology, Communications
Course Code	11154
Prerequisite(s)	Recommended: Introduction To Arts/AV Technology & Communications 11000, Graphic Design I
	10202
Credit	.5/unit
Program of Study and	Introduction to Art/AV Technology & Communications – Level I Pathway Course – Level II Pathway
Sequence	Couse – Graphic Design II – Level IV Pathway Course
Student Organization	SkillsUSA
Coordinating Work-Based	Guest Speakers, Field Trips, Informational Interviews, Tours,
Learning	
Industry Certifications	Student can work toward Adobe Certified Associate(ACA) Certification in Adobe Products
	(http://www.adobe.com/education/certification-programs.html)
Teacher Certification	Arts AV Technology & Communications Cluster Endorsement; Information Technology Cluster
	Endorsement; Web & Digital Communications Pathway Endorsement; *K12 Classroom Technology;
	*K12 Educational Technology
Resources	Suggested Software: Photoshop, Illustrator, In-Design, Pixlar, etc.

Course Description:

Graphic Design II explores legal and ethical issues, career opportunities, graphic design methods, design elements, design principles, page layout, typography, color theory, creating media, and forms of published media.

Program of Study Application:

Graphic Design II is a Level III pathway course in the Arts, A/V Technology and Communications career cluster appropriate for three pathways: Printing Tech/Journalism & Broadcasting, Telecommunications/A-V Technology and Film, and Visual Arts. Completion of Graphic Design II will prepare a student for a Level IV course or capstone experience.

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Course Standards

GD 2-1 Develop an Awareness of Career Opportunities and Professionalism in Graphic Design

Webb Level	Sub-indicator	Integrated Content
Two Skill/Concept	GD2 1.1 Identify personal interests and abilities related to graphic design careers. Examples: • identify personal creative talents • identify technical/graphic design talents	Portfolio, SD MyLife
Two Skill/Concept	GD2 1.2 Investigate career opportunities, trends, and requirements related to graphic design careers Examples: Research job opportunities Investigate trends associated with graphic design Discuss related career pathways	
Three Strategic Thinking	 GD2 1.3 Demonstrate job skills for graphic design Industries. Attendance and punctuality Positive attitude Positive work ethic Use of proper Social Skills Display ability to work as part of a team and take direction from others 	
Three Strategic Thinking	 GD2 1.4 Explore legal and ethical issues related to graphic design Examples: Complete a web quest on legal issues related to digital animation Research instruction and forms for registration of an graphic design product with Copyright Office Obtain formal permission for use of an art form, design, or photograph in an graphic design Publication 	

Notes

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GD 2-2 Apply design fundamentals

Webb Level	Sub-indicator	Integrated Content
Four	GD2 2.1 Execute color theory	
Extended	Examples:	
Thinking	 Translate the colors on a color wheel 	
	 Construct Artwork – Using Pastels in analogous colors 	
	Define the terms used in color theory	
Four	GD2 2.2 Implement the principles of design	
Extended	Examples:	
Thinking	 Draw a still using graphite pencils illustrating organic shapes 	
	 Identify the negative space in various works of art 	
	 Select textures for a study in fashion or interior design 	
	Paint a watercolor that illustrates movement	
	Draw linear perspective illustrations to depict proportion	
	Construct a Power-Point that Illustrates or describes the	
	principles	

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GD 2-3 Apply techniques used in creating print media

Webb Level	Sub-indicator Sub-indicator	Integrated Content
Three Strategic Thinking	GD2 3.1 Evaluate various printing methods Examples: • Write a paper on selected printing processes • Print color separations for a poster • Create Sublimation transfer for products	micgratea content
Three Strategic Thinking	GD2 3.2 Demonstrate typography techniques Examples: Identify various fonts to fit design types List rules for type in design layout Create a design just using type	
Four Extended Thinking	 GD2 3.3 Apply page layout techniques Examples: Identify design based on client requirements Create a thumbnail sketch for advertising layout Design a PSA Poster for local 	

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GD 2-4 Design Graphic Media Project

Webb Level	Sub-indicator Sub-indicator	Integrated Content
Three Strategic	GD2 4.1 Utilize design process Examples:	
Thinking	 Classify target audiences for various businesses Construct questions for a client interview Sketch design illustrating customer requirements 	
Three Strategic Thinking	 GD2 4.2 Implement use of tools used to create graphic media Example Tour a newspaper shop to see negatives being printed Create a brochure using publishing software Etch a rubber plate to use in ink transfer design 	

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GD 2-5 Create graphic Media Product

Webb Level	Sub-indicator	Integrated Content
Three Strategic Thinking	 GD2 5.1 Evaluate types of materials for various graphic design products Examples: Calculate size of printed materials to print billboard Research online photo lab and identify finishes and materials in which photos can be printed Identify and describe the differences among watercolor, oil and acrylic 	
Three Strategic Thinking	 GD2 5.2 Publish printed or digital media Example Devise a chart of types of printers used for various jobs Tour a newspaper to view plates used for negatives Paint on canvas or print vinyl sign 	

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